

Ryan Miecznikowski

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EDUCATION

William & Mary , Williamsburg, Virginia	Exp. December 2025
Bachelor of Computer Science	GPA 3.53
Virginia Peninsula Community College, Williamsburg, Virginia	May 2023
Associate of Computer Science	GPA 3.96

Related Courses: Software Engineering, Software Development, Web Programming, Applied Cyber Security, Edge Computing, Software Development, Data Structures, Algorithms, Discrete Structures, Computer Organization

TECHNICAL SKILLS

Languages: C++, Python, Java, C, GDScript, Javascript

Tools & Frameworks: Github/Gitlab, Agile/Scrum, Test-Driven Development, YOLOv8, SDL2/3, Godot, Unity, Unreal Engine, AI integration, Django, node.js, VMware, React, CSS, RESTful API, API Integration

Core Areas: Software Development, Software Engineering, Game Design, Edge Computing, AI/ML, Debugging & Optimization

PROJECTS

Song Quiz - &Hacks XI Grand Prize Winner, Python, Youtube APIv3, Spotify API

Fall 2025

- Engineered interactive music quiz game integrating YouTube Data APIv3 and Spotify API with custom animation system and UI rendering in pygame
- Leveraged multithreading to handle concurrent API requests and audio processing, preventing UI freezing during audio processing
- Developed in 24 hours with a 2-person team using pair programming for efficient coding, debugging, and refactoring leading to a complete project

Reminiscent Dungeon - Project Coordinator, SDL2, C++

Spring 2025

- Designed and implemented software architecture for a turn-based JRPG dungeon crawler with scalable code-base enabling simple expansion in all areas of the game
- Reached milestones with 2 working prototypes and a complete final demo including all original specifications.
- Coordinated sprint planning, task distribution, debugging, and created 4 intermediate presentations on project progress in a 4-person agile team
- Developed core features including turn system, real-time class switching, animation framework, and integration of over 40 assets

Real-Time Parking Detection System - Edge Computing & AI, Python

Spring 2025

- Applied YOLOv8 object detection model for real-time parking space identification
- Leveraged edge computing principles to optimize latency and reduce reliance on cloud processing

Coriander's Quest - Team Leader, &Hacks X, Godot/GDScript

Fall 2024

- Created a multi-level 2d platformer with varying hazard types, asset integration, and intelligent level design
- Developed under constraints of a 36-hour hackathon, showcasing strong leadership and time management by completing a working demo
- Directed a 3-person team, delegating tasks and roles, using git for version control, and agile style task distribution to ensure efficient integration of everyone's work

WORK EXPERIENCE

Tech/Sales Associate, Staples, Williamsburg, VA

June 2024 – Current

- Provide technical support for the customer's electronics, ensuring timely troubleshooting and resolution of issues
- Assist with computer hardware/software repair, setup, and configuration to optimize customers' computers efficiently

Senior Guest Advisor, GameStop, Williamsburg, VA

June 2024 – August 2024

- Led customer engagement and sales strategies, using product knowledge and experience
- Opened and closed the store, managed cash deposits, and enforced secure security practices

ACTIVITIES

Member, Google Developer Club

August 2023 - Current

- Attended monthly workshops that focus on miniature coding projects like VM's, scrappers, and small games

Member, W&M HEMA Club

August 2023 - Current

- Dedicated 4 hours a week into learning and applying historical European martial arts

Attendee, TribeHacks IX, &Hacks X, Grand Prize Winner, &Hacks XI